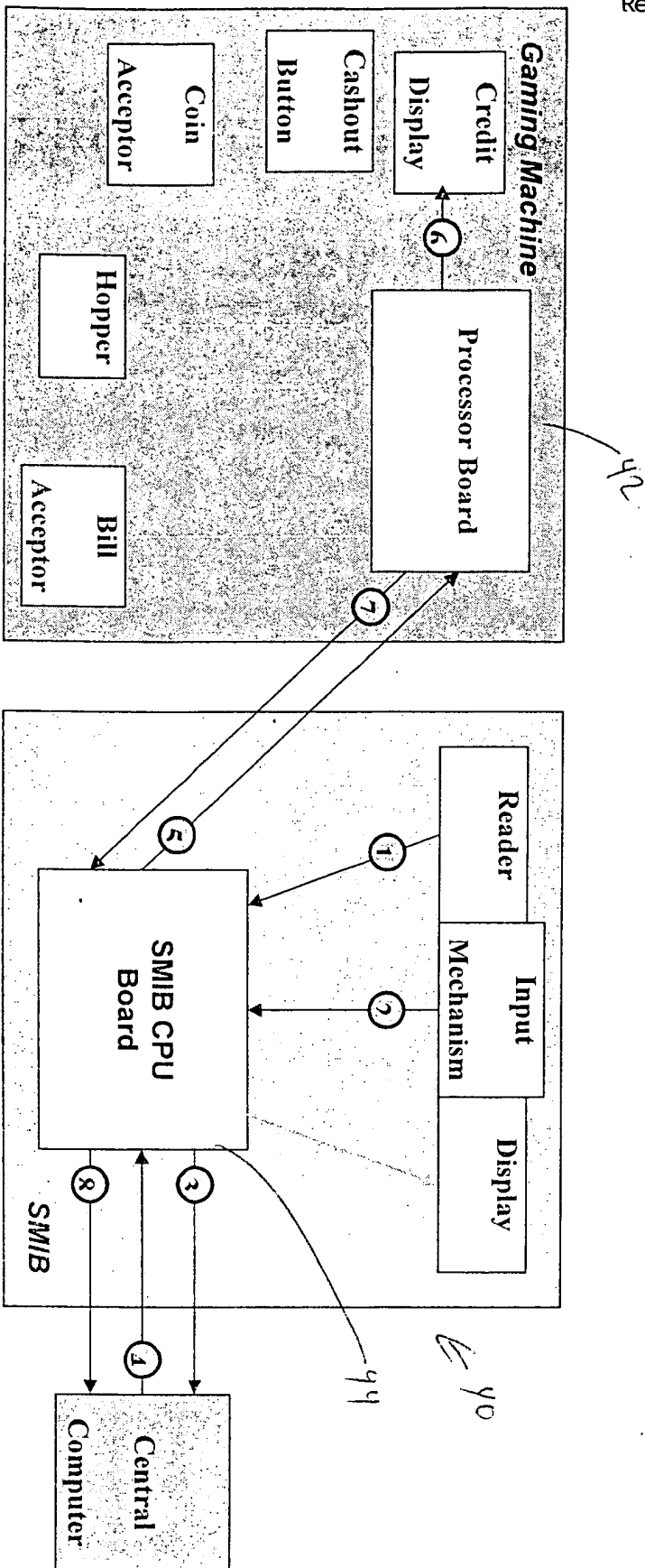
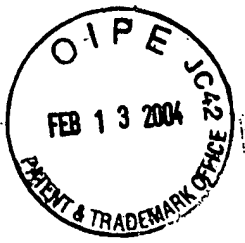




Prior Art Method for EFT Transfers from System to Gaming Machine  
Figure 1





2/16  
Replacement Sheet

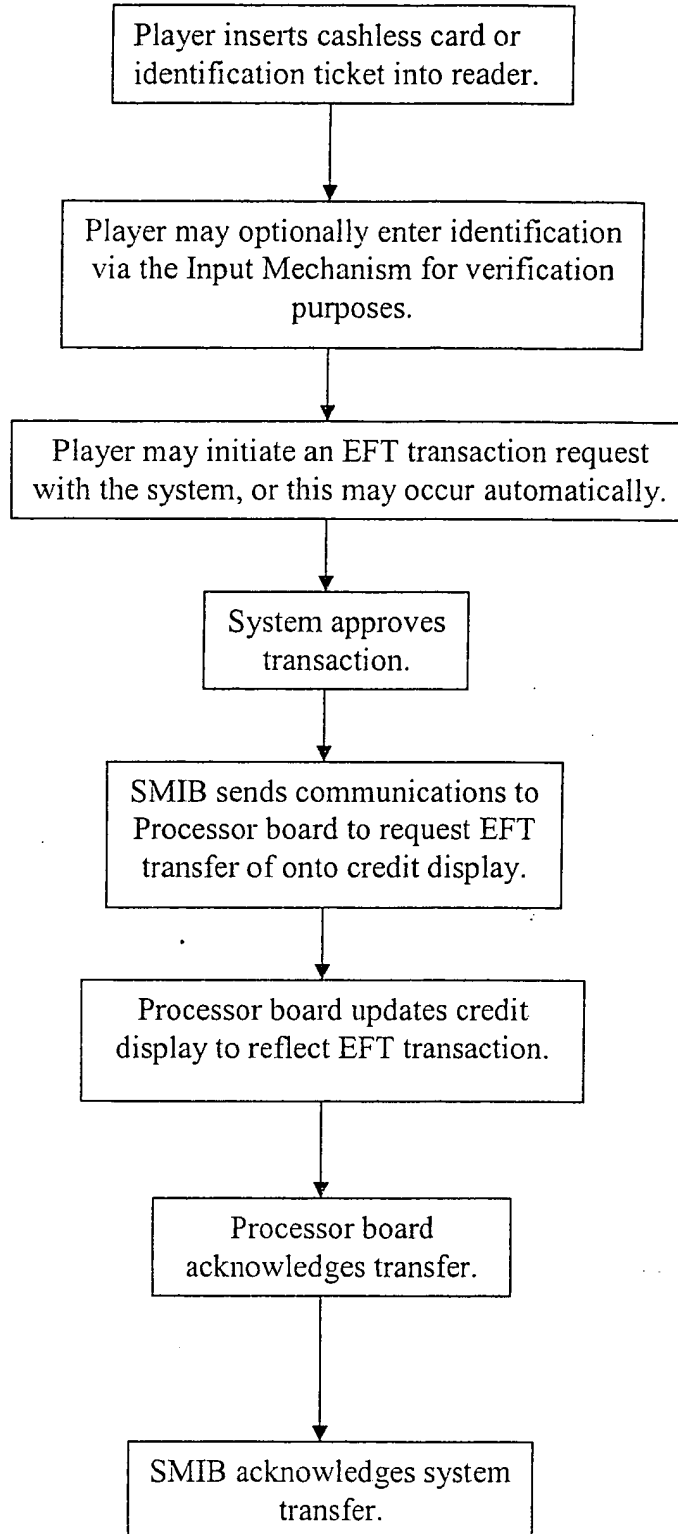
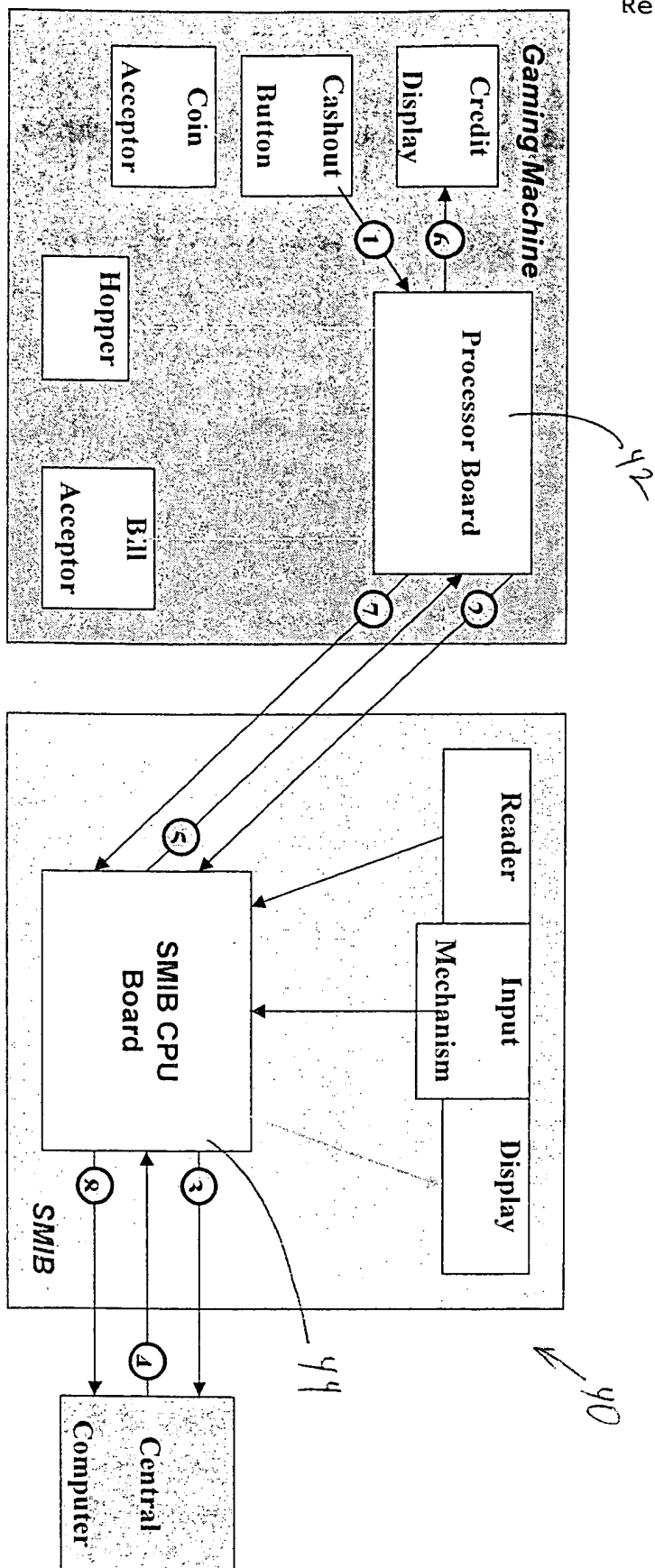


Figure 2



3/16  
Replacement Sheet

Prior Art Method for EFT Transfers from Gaming Machine to System  
Figure 3





4/16

# Replacement Sheet

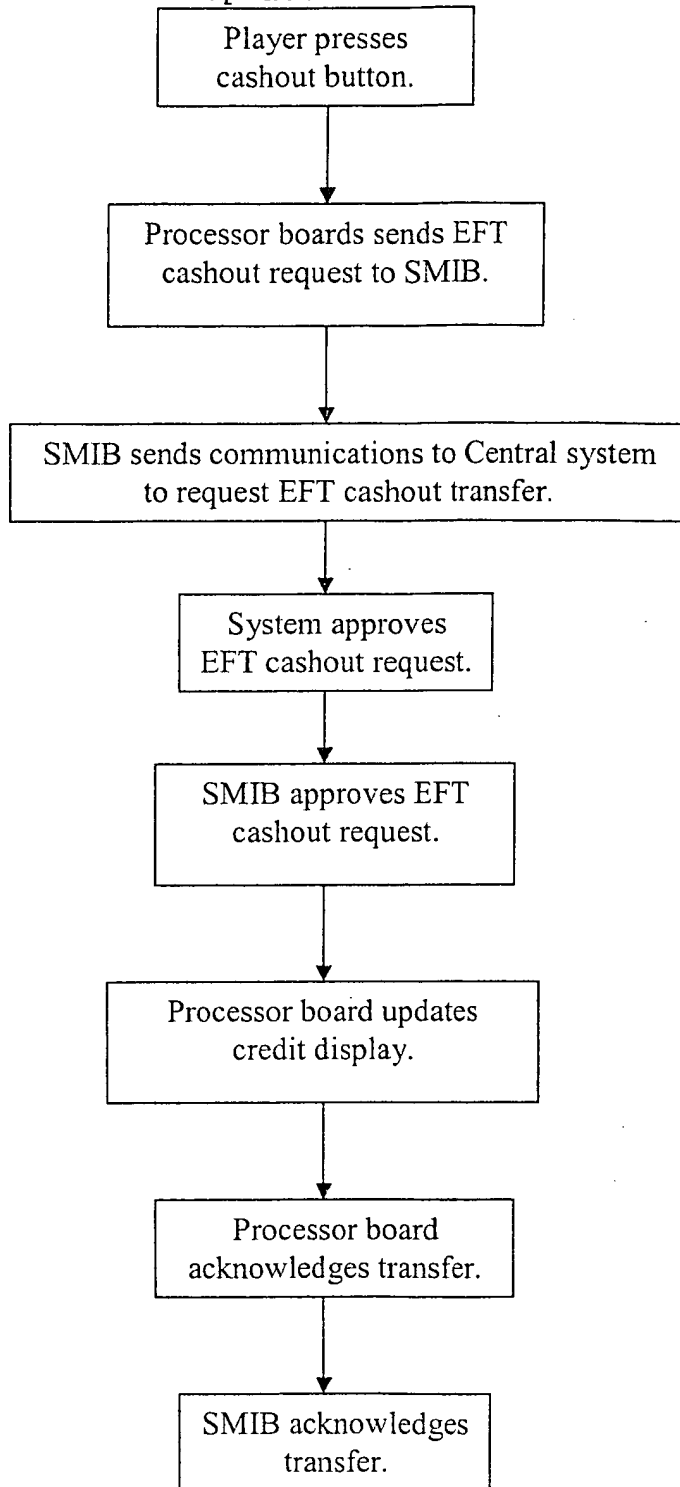
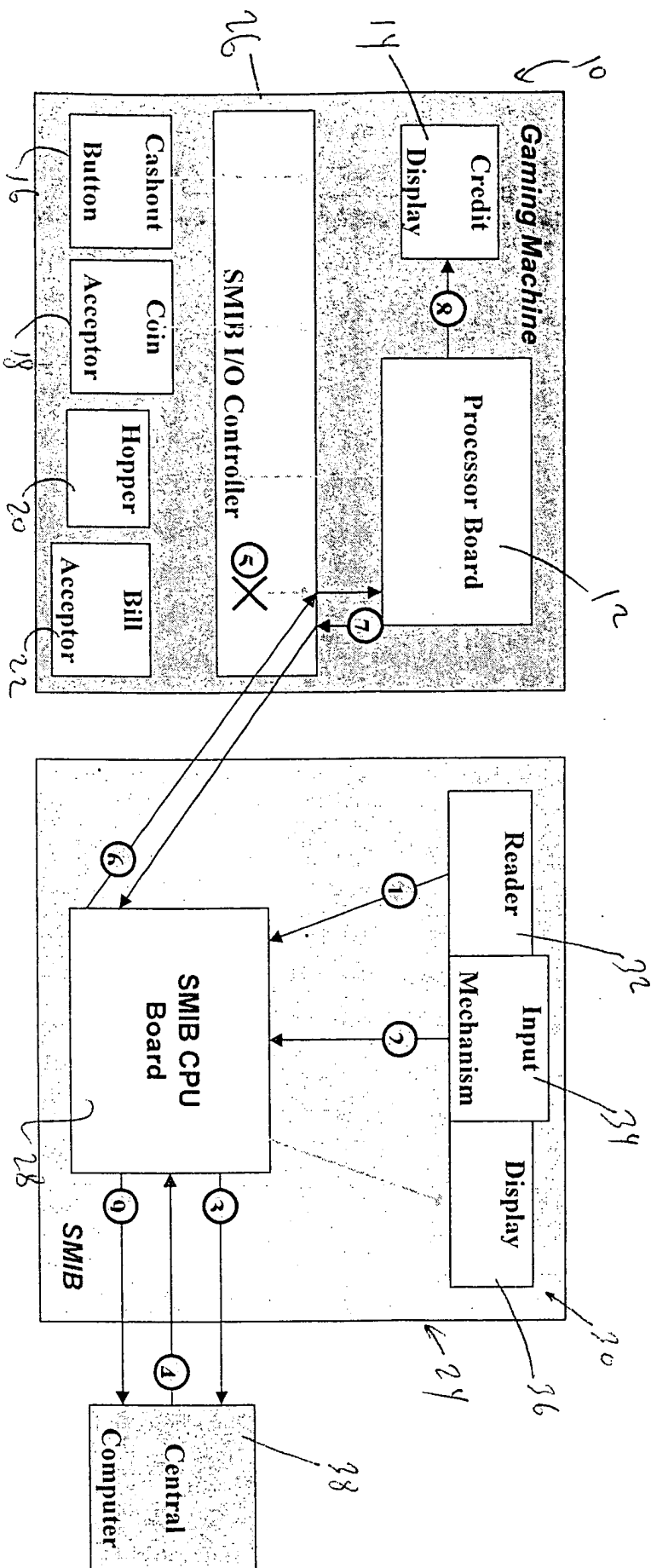


Figure 4



# Method for EFT Transfers from System to Gaming Machine Figure 5





6/16  
Replacement Sheet

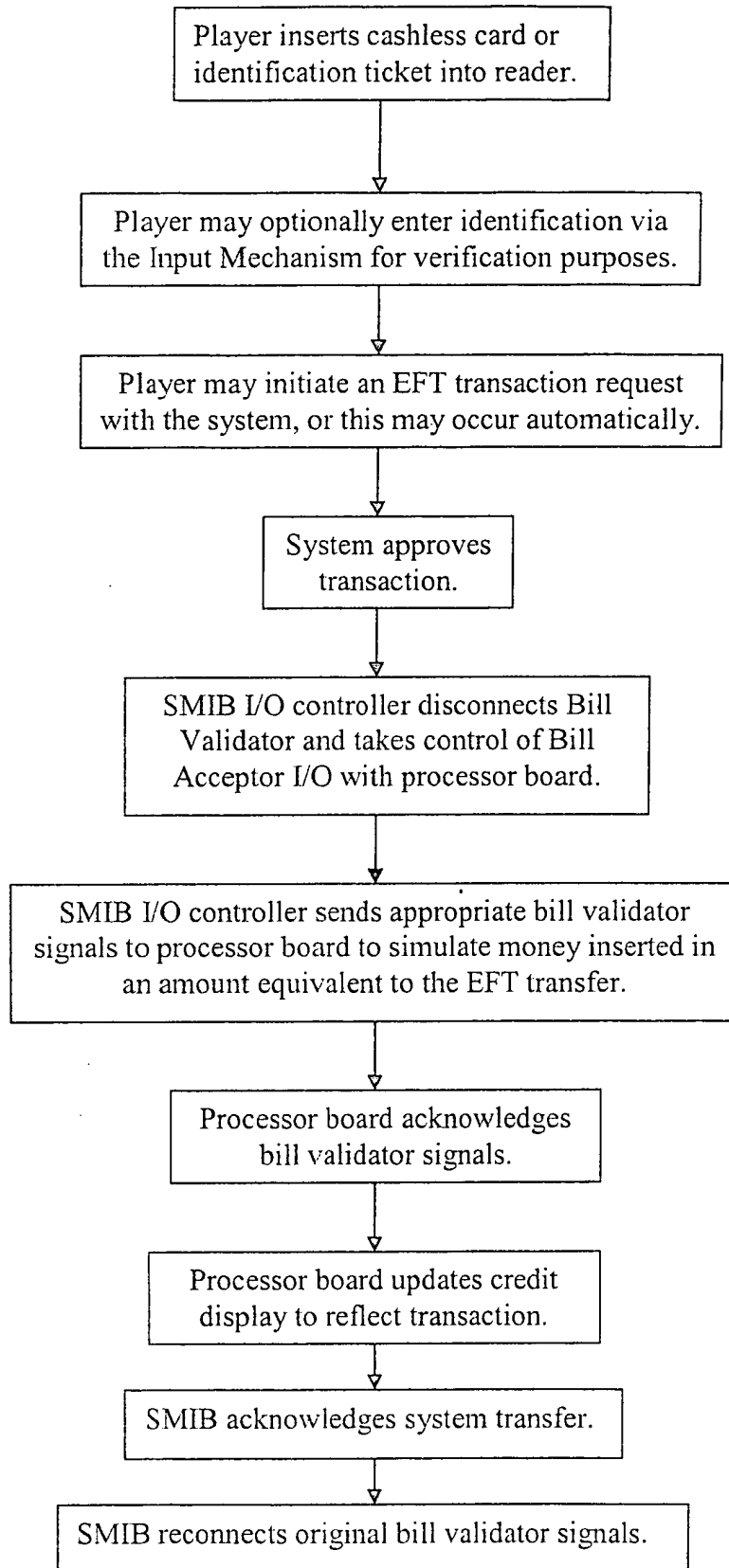
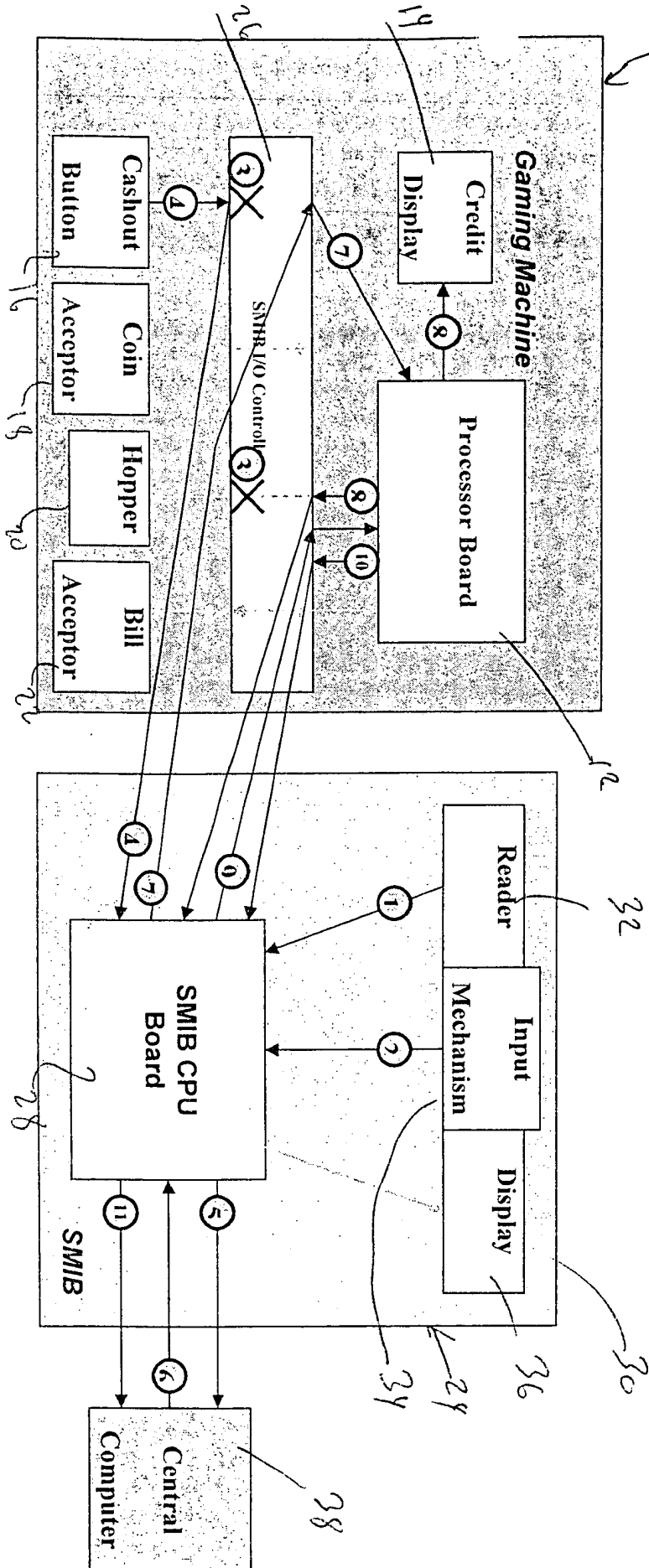


Figure 6



# Method for FFT Transfers from Gaming Machine to System Figure 7





8/16  
Replacement Sheet

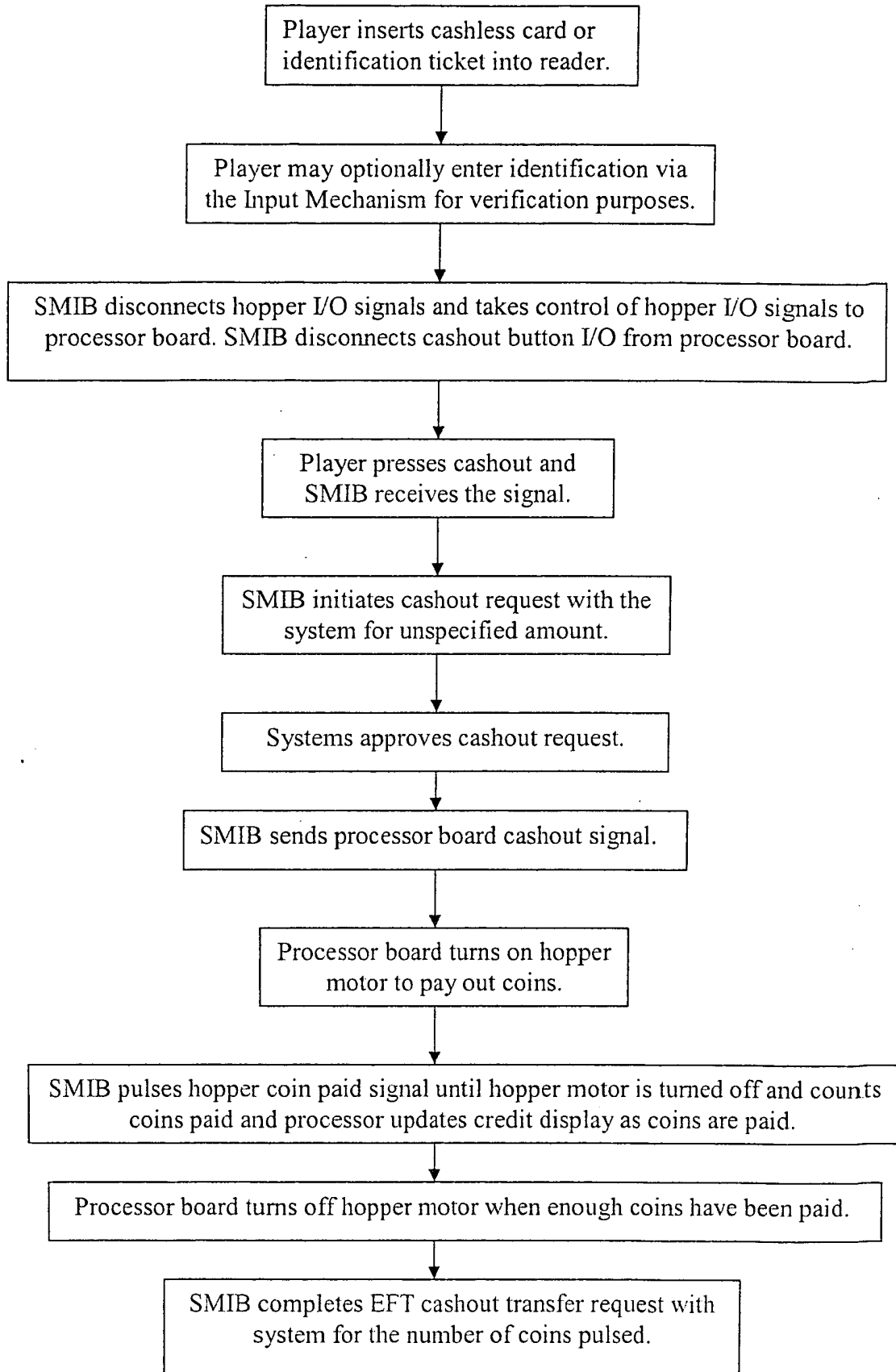
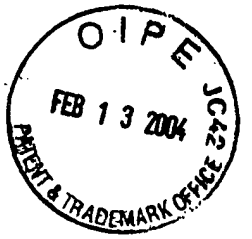


Figure 8



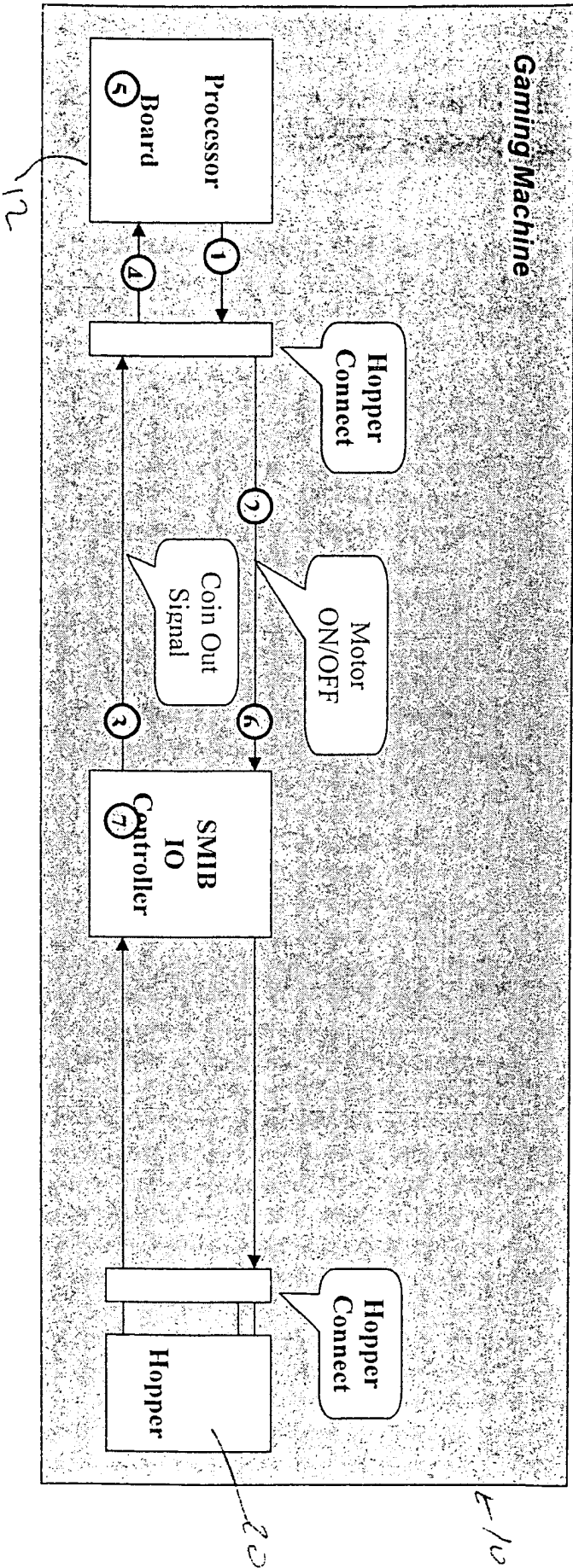


Method for simulating a hopper pay from a Gaming Machine.

Figure 9

9/16

Replacement Sheet





10/16  
Replacement Sheet

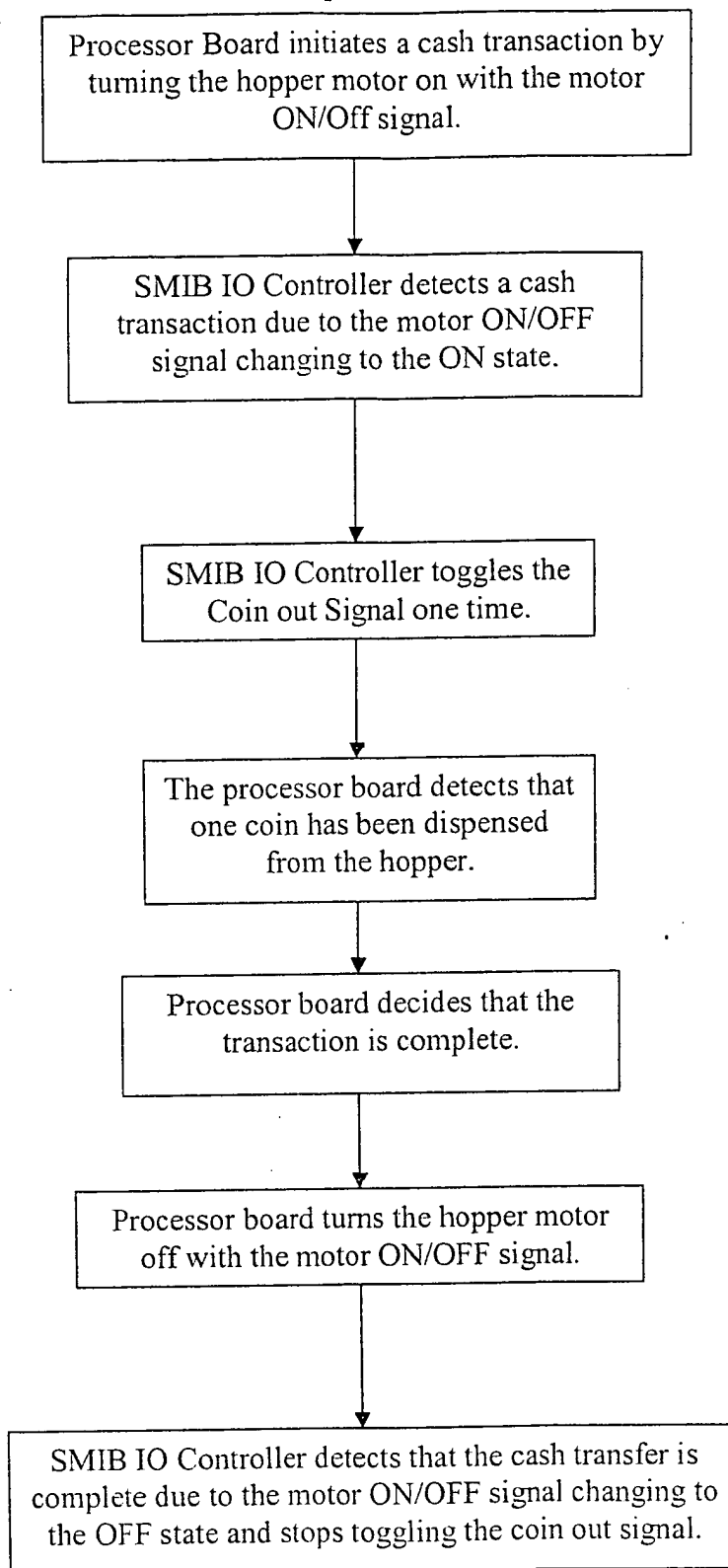
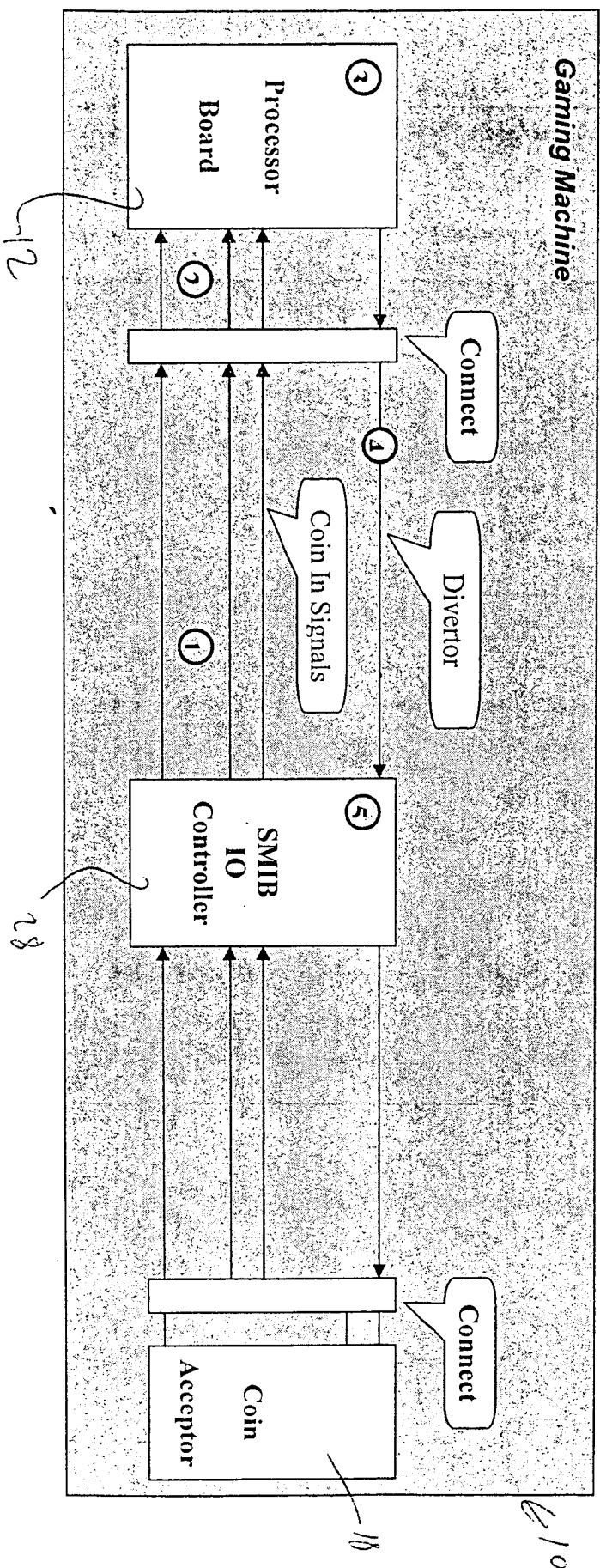


Figure 10





12/16

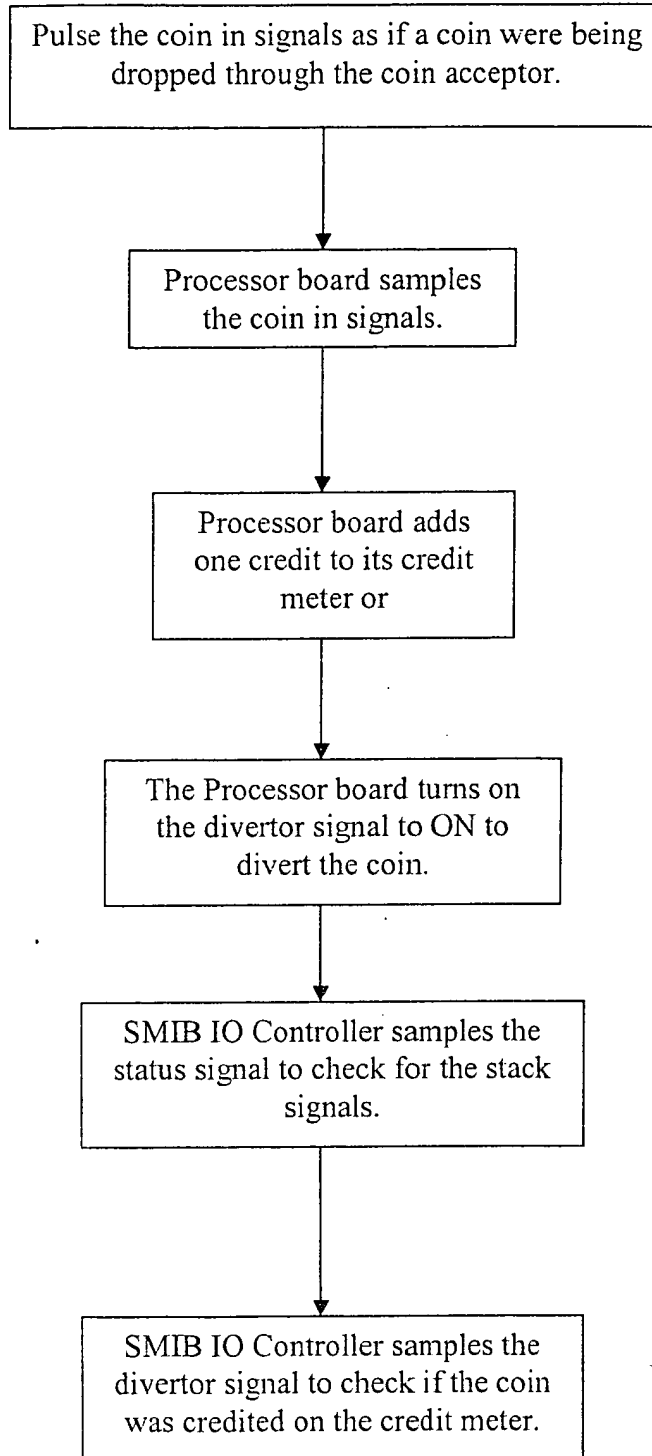
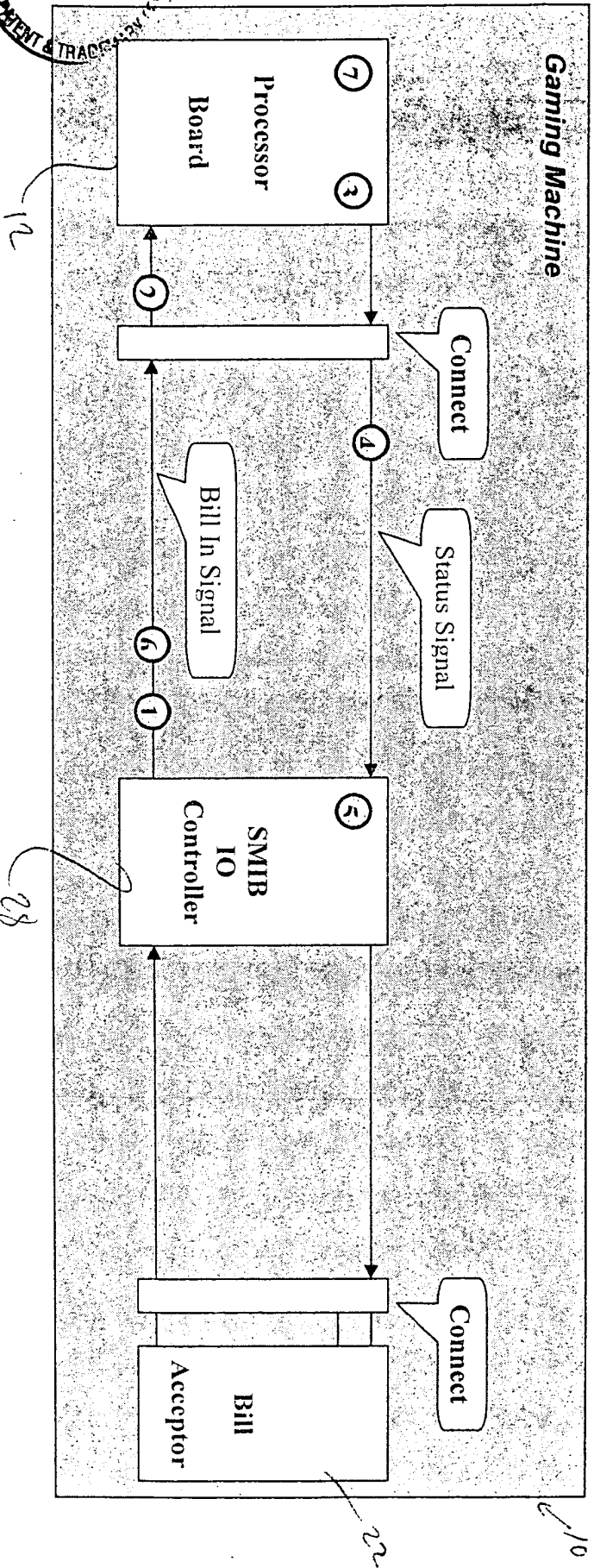


Figure 12

An AGI Method for simulating a bill transaction using the bill acceptor signals  
to a Gaming Machine.  
Figure 13

13/16  
Replacement Sheet





14/16  
Replacement Sheet

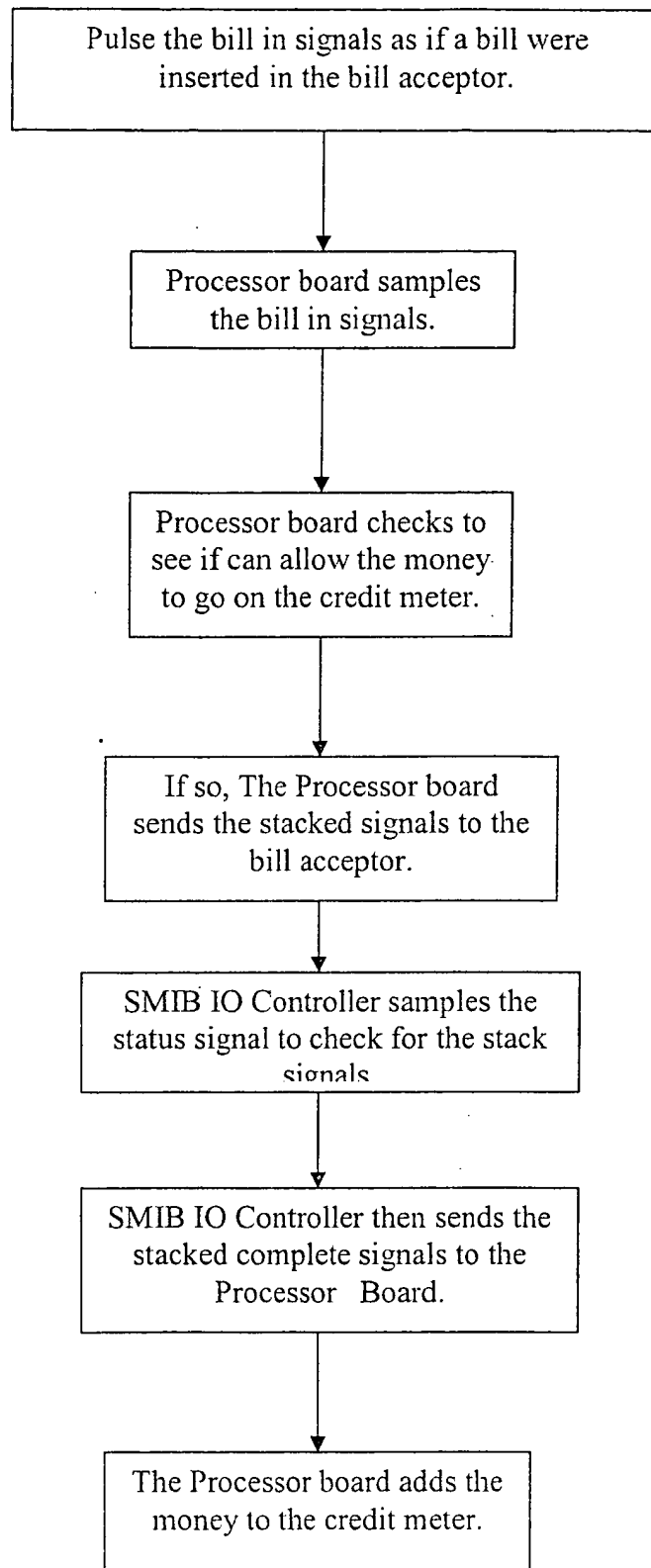
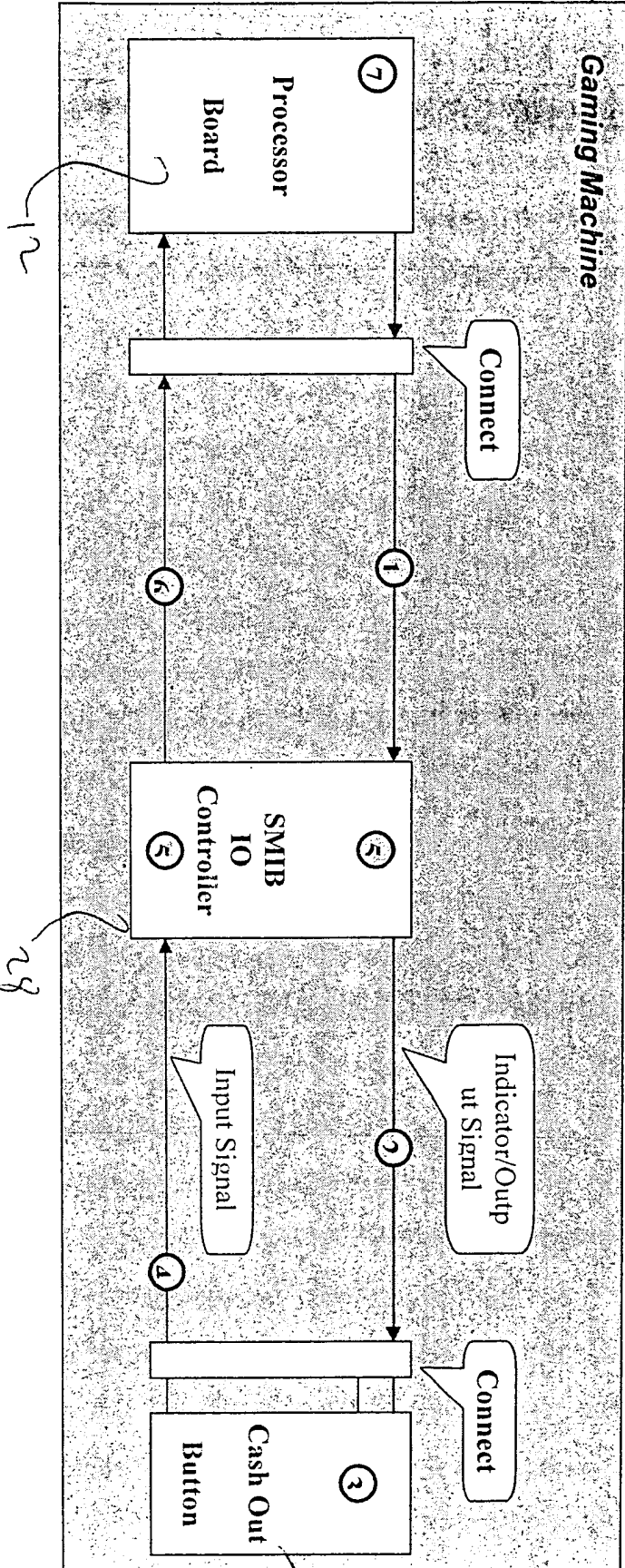


Figure 14



Method for intercepting the cash out button on a Gaming Machine.  
Figure 15





16/16  
Replacement Sheet

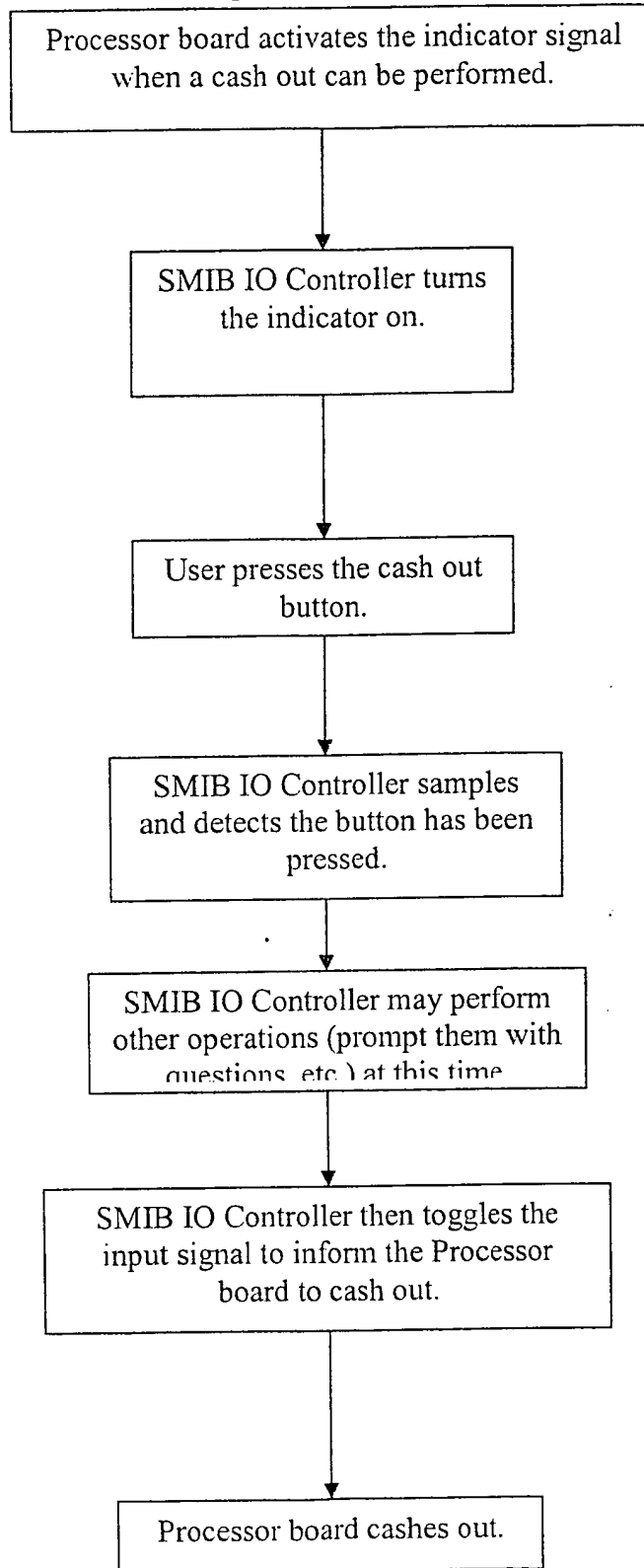


Figure 16